

LEGO Rock Raiders - Things to be done...

15th April 1998

1. Look at texture sets for levels and produce more finalised versions
2. Create more examples of progressive meshes inc. reinforcements (see 3)
3. Add stalactites, pillars and misc. objects
4. Nail down design for the Explorer exterior
5. Finalise Explorer interior
6. Finalise Script
7. Finalise Creature list and attributes
8. Design first four levels and incorporate the story-line
9. Improve 'dig' animation for in-game levels (dust etc.)
10. Fonts: Front screens, help text and ToolTips
11. Get interface looking better
12. Animated icons and panels
13. Context sensitive mouse pointers